Ocean of America, Inc
1870 Little Orchard Street
San Jose, CA 95125
(408) 289-1411

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JURASSIC PARK™

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PART 2: THE CHAOS CONTINUES

Instruction Manual

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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From the Desk of
John Hammond

...fool dictating machines...

My Dear Alan,

Without your help, my restructuring work over the last year would have been impossible – simply impossible, I say! Your paleontological consultancy, along with Doctor Sattler's, has been invaluable. We've re-analyzed all of the flora and fauna selections, (some of which were clearly incompatible) and I believe we're ready to get Jurassic Park back on line!

Now, unfortunately, we've run into a bit of a snag. You see, I've sent over a team of experts (heavily armed, of course) to asses the situation and to sort out the mess with the beasts running loose and all.. and, well, things have gotten chaotic, I'm afraid. Seems that insufferable Malcom was right. The computers were down, dinosaurs running loose – reproducing – nearly populated the entire island. My people had their hands quite full, I can tell you. But that's not all...

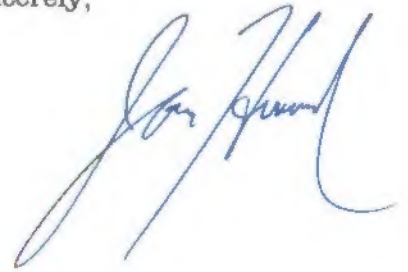
Well, Alan, you remember BioSyn, don't you? That blasted competing corporation that tried to steal dinosaur embryos a year ago? They're back – must have gotten wind that I was trying to start up the park again. This time they've decided to take over Jurassic Park themselves. They've got armed forces on Isla Nublar, along with their geneticists

and engineers, trying to download the park's mainframe and steal all of my dinosaur cloning research.

Alan, I need your help. You're familiar with the island. You know the dinosaurs. Most importantly you know how dangerous this information could be if it ends up in the wrong hands. I need you to protect the animals and the secrets of Jurassic Park. I have authorized Tactical Sergeant Michael Wolfskin to accompany you – he's a good hand in a fight. And I know you'll have a fight ahead of you – but please be careful. Those creatures are extremely expensive – possibly irreplaceable – you must keep them safe. Except for the Velociraptors and the Tyrannosaur – those two have proven themselves to be unsafe as well as financially unfeasible to keep on the island. Eliminate them if necessary, but take care of the others – and yourselves, of course.

Good luck. My regards to Ellie.

Sincerely,



GETTING STARTED

Turn off power to your Super NES. Insert the *Jurassic Park: The Chaos Continues* Game Pak and plug a Controller into port one (for a one-player game) or plug both Controllers in (for a two-player game). Turn on the power to your Super NES and the Ocean logo will appear, followed by a brief story detailing Lewis Dodgson's plot to take control of Jurassic Park.

Press the **Start Button** at any time to go to the Title Screen, where you can start a one-player game, a two-player game, or go to the Options Screen.

If you select a two-player game, the player using Controller One will control Alan Grant, and the player using Controller Two will control Sergeant Wolfskin. Both characters have identical weapons and movements.

OPTIONS SCREEN

Use the Control Pad to move up, down and to select the options – use the **Start Button** to return to the main menu.

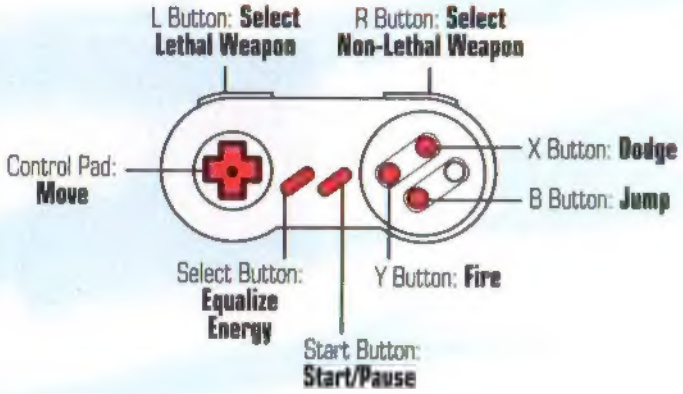
Difficulty Settings: There is a different ending for each game setting – Easy, Normal, & Hard. To maximize gameplay, be sure to check them all out. Playing in the Normal game mode has one additional mission; playing in the Hard game mode has two additional missions.

Define Keys: If you don't like the controls, you can change them to suit your preferences.

Energy Equalling: (For two-player games only) If this is turned on, the player with the most energy has the option of giving some of their energy to their partner. See **Controls** on page 6.

Sound: Select Mono, Stereo, or Surround. This game features Dolby Surround™ Sound. To use this feature, you will have to connect your Super NES to a receiver equipped with Dolby Surround. Refer to your Super NES manual. When in use, the system places sound effects in the room to match the position of objects on screen. The sound field extends beyond the screen so you can hear objects before they are visible. Don't worry if you don't have a Dolby Surround system – you can still enjoy the game in Stereo or Mono sound.

CONTROLS



Use the **Control Pad** to move in different directions. When you press the **Y Button**, you will fire your weapon in the direction you are facing, so you can press up to fire up, etc. Press down to fire low or avoid attacks. Press up when in front of a door or when above a flashing red arrow to enter another area of the park.

Use the **Select Button** to equalize energy (in two-player games only). The player with the most energy can press the **Select Button** at any time to give energy to their partner. Use this in a pinch when your partner is in trouble and their energy is getting low.

Use the **Start Button** to pause and unpause the game.

Use the **Y Button** to fire your selected weapon.

Use the **B Button** to jump. If you're below a hanging vine or pipe, you can grab on to climb over dangerous areas. Press the **B Button** and **Down** on the **Control Pad** to drop to the ground.

Use the **X Button** to dodge an attack. This allows you to step back momentarily to avoid an attacking human or dino. Dodging only lasts for a second – hopefully you'll have thought of something clever to do by then!

Use the **L Button** to select from your three lethal weapons – use these to stop the BioSyn task force or dangerous dinos like the raptors and T-Rex (see **Weapons**, page 10).

Use the **R Button** to select from your three non-lethal weapons – These have no effect on humans, but will slow or stop dinosaurs without destroying them (see **Weapons**, page 10).

Doors/Exits

Jurassic Park: The Chaos Continues is a non-linear game. You can move your character in and out of the screen as well as left and right. To exit the screen to the left or right, simply run off the edge of the screen. To move in and out of the screen, position your character in front of a door or exit and push up.

SCREEN LAYOUT

Selected Weapon: Use the L and R Buttons to select a weapon (see Weapons, page 10).

Ammunition: How many shots you have left in your selected weapon.

Health Bar: The amount of health you have remaining. If it drops to zero, you will have to begin the current mission from the beginning.

Stock Level: How many dinosaurs are left on Isla Nublar. Over time, the number of dinosaurs will slowly increase due to natural reproduction. Destroying Raptors or the Tyrannosaur will not effect your Stock Level. Remember, destroy dinos only when you have to – if you destroy too many, there won't be enough to survive and the game will end.

Time: Time remaining to finish the current mission. If you do not complete a timed mission by the time this counter hits zero, the current mission will end.

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WEAPONS

Lethal Weapons: Use these to incapacitate members of the BioSyn task force. You can also use them on Raptors or the Tyrannosaur, but don't use Lethal Weapons on other dinosaurs or your Stock Level will go down and the park will close forever.

Rifle: Your standard weapon. It does the least damage but works well enough against smaller enemies.

Machine Gun: A rapid-fire weapon that is more effective than the rifle, but uses ammunition much more quickly. Remember, ammo doesn't grow on trees – if you run out, you'll have to look around for some more.

Shotgun: Your most effective weapon, it fires a wide spread that will stop some enemies with a single hit. Bad news: if it doesn't stop them, it might just make them angrier.

Non-Lethal Weapons: Use these to subdue dinosaurs without permanently injuring them. Those big lizards are expensive – if you bump them off, it's coming out of your paycheck! These weapons have no effect on humans.

Cattle Prod: A high-voltage electric weapon. Hold down the Y Button to charge the cattle prod, then release to fire a stun bolt. The longer you charge, the greater the bolt's range. The cattle prod will never run out of ammunition – just keep charging it.

Tranquilizer Gun: A rapid-fire tranquilizer weapon best used for smaller dinosaurs.

Tranquilizer Missile Launcher: Your most powerful non-lethal weapon. Shoots a stun gas missile which releases a cloud of gas that can affect more than one dino in an area. Hit a dinosaur with one of these and they'll sleep until the next era.

Keep in mind that all weapons have a range – the farther you are from your target, the less damage a hit will do. Each weapon has separate ammo clips – if one of them runs out, switch to another one... fast!

PICK-UPS

Health: Pick up to refill your health bar.

Ammunition: Select the weapon you want to add ammunition to before picking up the ammo clip. Picking up an ammo clip will fully load the selected weapon.

Power Supply: These will come in handy to power the incubators – obviously batteries were not included.

Key Card: Use this to open locked doors. Which door? Sorry, you'll have to figure that one out.

THE MISSIONS

Once you begin a game, you have the option of completing your missions in any order. When the Mission Screen appears, use the Control Pad to move up and down the missions, then use the Start Button to begin a mission. At the start of each mission, you will receive a mission briefing outlining your objectives. Press any button to continue the message. Use the Control Pad to accept or abort the mission. After selecting, press any button to continue. Six missions are shown at the start of the game.

Raptor Attack: Deal with dangerous Velociraptors in the underground power complex. The only way out is to find the building's security system, gas the entire complex, and get out as fast as you can!

T-Rex Carnage: BioSyn engineers have let the Tyrannosaur loose from its paddock. You don't think it's still mad about you getting away last time, do you Dr. Grant? Make your way carefully through the dense jungle – Raptors are everywhere!

THE MISSIONS (continued)

Blockade: The BioSyn task force has taken over the park's Control Room and they're attempting to download all the cloning data from the main computer. You must find a way around the guards at the main entrance, then stop BioSyn from erasing Hammond's most dangerous discoveries!

High Ptera: Communications with the mainland have been cut off. You must climb to the top of Nublar Mont to repair the damaged radio antenna. Unfortunately, the BioSyn guards know you're coming and the Pterodactyls think you're after their eggs. Digging up fossils was a lot easier than this!

Seek and Destroy: Where are all these Raptors coming from? They must be breeding somewhere, and the warmest, most out-of-the-way areas are in volcanic caverns deep below the jungle. Find the Raptor nest, plant the explosives, and get out before the blast destroys you. Watch out for flying Dimorphodons, collapsing bridges, and falling lava.

Protect the Gallimimus: BioSyn's genetic engineers are capturing and performing experiments on the ostrich-like Gallimimus. You must stop their commandos and free these gentle creatures before BioSyn destroys or airlifts out every one! Two other bits of advice: don't step on the land mines and keep an eye out for bomb-dropping choppers.

As you complete each mission, you will be able to select from the remaining missions. Throughout the game, additional emergency missions will come up randomly – these must be dealt with immediately. To successfully complete the game and save Jurassic Park, you must complete all the normal and emergency missions.

DINOSAURS

Gallimimus
These mild herbivores will not attack you, but are very easily disturbed and are quick to stampede. They run extremely fast, and will run into and injure you unless you get out of the way.

Tyrannosaurus Rex (T-Rex)
The most famous predator in history, the T-Rex is the classic blood-thirsty carnivore. Standing eighteen feet tall with a head five feet long, the Tyrannosaur has huge and powerful jaws which can swallow a man whole. They are capable of eating a ton of food at one time. Be on the lookout for this hunter, or you will be snapped up before you know what's happening!

Velociraptor (Raptor)
The Raptor stands six feet tall and is pound-for-pound the most vicious dinosaur that ever lived. As intelligent as chimpanzees, they are the most cunning creature in Jurassic Park. They hunt in packs and will attack just for the sport of it. They run at speeds of up to 60 miles per hour, and with a 6-inch retractable, razor-sharp claw at the end of each limb, can fell a man in one swipe.

Pteranodon
The Pteranodon has a wing spon of 7.6 meters (that of a small airplane). It is one of the largest dinosaurs in the park. With its sharp beak and razor talons the Pteranodon is a dangerous hazard. Luckily it only has a small brain and will only attack if you get in its way.

NOTES

HINTS & TIPS

Learn the attack pattern of the dinosaurs.

Check your targets before you shoot – you might destroy a dinosaur accidentally.

Don't waste your ammunition.

Learn the quickest route to your mission goal.

In two-player games, don't get too far away from your partner.

Stay cool.

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CREDITS

Game Design:
John Lomax
Jack Wikeley
Dean Evans
Bobby Earl

Programming:
Bobby Earl
David Chiles

Graphic Artists:
Jack Wikeley
John Lomax
Craig Whittle
Ilyas Kaduji
Richard Heasman
Roy Fielding
Ged Casserley

Music and Sound Effects:
Dean Evans

Producers:
Gary Bracey
Ian Turnbull

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